```
WAL::ISystem
 + update()
 + fixedUpdate()
 + getView()
 + ~ISystem()
 WAL::System<>
#
  wal
+ ~System()
+ System()
+ getView()
+ onUpdate()
+ onFixedUpdate()
+ onSelfUpdate()
+ update()
+ fixedUpdate()
# System()
# System()
# operator=()
BBM::EventSystem

    events

    globalEvents

+ dispatchEvent()
+ dispatchEvent()
+ onUpdate()
+ onSelfUpdate()
+ EventSystem()
+ EventSystem()
+ ~EventSystem()
+ operator=()
```